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1 Fast detection of communication patterns in distributed executions 85%



Thomas Kunz , Michiel F. H. Seuren

Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 System-level power optimization: techniques and tools 46%



Luca Benini , Giovanni de Micheli

ACM Transactions on Design Automation of Electronic Systems (TODAES) April 2000

Volume 5 Issue 2

This tutorial surveys design methods for energy-efficient system-level design. We consider electronic systems consisting of a hardware platform and software layers. We consider the three major constituents of hardware that consume energy, namely computation, communication, and storage units, and we review methods of reducing their energy consumption. We also study models for analyzing the energy cost of software, and methods for energy-efficient software design and compilation. This survey ...

3 A publish/subscribe COBRA persistent state service prototype 33%



C. Liebig , M. Cilia , M. Betz , A. Buchmann

IFIP/ACM International Conference on Distributed systems platforms April 2000

An important class of information dissemination applications requires 1:n

communication and access to persistent datastores. CORBA's new Persistent State Service combined with messaging capabilities offer the possibility of efficiently realizing information brokers between data sources and CORBA clients. In this paper we present a prototype implementation of the PSS that exploits the reliable multicast capabilities of an existing middleware platform. This publish/subscribe architecture makes ...

4 A system architecture for the extension of structured information spaces 16%
by coordinated CSCW services

Peter Manhart

Proceedings of the international ACM SIGGROUP conference on Supporting group work November 1999

The World Wide Web is an emerging platform for information systems; however established system architectures for web systems focus mainly on the creation and storage of consistent hypermedia information structures and on the efficient distribution of the resulting documents. The interaction between the information users is seldom supported. As many application scenarios profit greatly from human interaction, the paper presents a platform- and application-independent generic system ...

5 The many faces of publish/subscribe 2%

Patrick Th. Eugster , Pascal A. Felber , Rachid Guerraoui , Anne-Marie Kermarrec
ACM Computing Surveys (CSUR) June 2003

Volume 35 Issue 2

Well adapted to the loosely coupled nature of distributed interaction in large-scale applications, the publish/subscribe communication paradigm has recently received increasing attention. With systems based on the publish/subscribe interaction scheme, subscribers register their interest in an event, or a pattern of events, and are subsequently asynchronously notified of events generated by publishers. Many variants of the paradigm have recently been proposed, each variant being specifically adap ...

6 sTeam: structuring information in team-distributed knowledge 2%
management in cooperative learning environments

Journal on Educational Resources in Computing (JERIC) August 2001

Learning is a socially embedded design process. But most of today's hypermedia systems fail to properly support the design-related and the social aspects of learning. Authoring and Web-publishing systems aim to support the authors design processes. Consequently, the activities of learners are confined to selecting and reading. Based on some fundamental reflections on the role of technology in learning processes, we conclude that top priority must be given to the construction of infrastrucur ...

7 Balancing performance and flexibility with hardware support for network 1%
architectures

Ilija Hadžić , Jonathan M. Smith

ACM Transactions on Computer Systems (TOCS) November 2003

Volume 21 Issue 4

The goals of performance and flexibility are often at odds in the design of network systems. The tension is common enough to justify an architectural solution, rather than a set of context-specific solutions. The Programmable Protocol Processing Pipeline (P4) design uses programmable hardware to selectively accelerate protocol processing functions. A set of field-programmable gate arrays (FPGAs) and an associated library of network processing modules implemented in hardware are

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